



Introduction to Authentic Learning Experiences (ALE)

Engaging Students in Blended Learning With New Pedagogies

John McCarthy, EdS:

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How to Teach Project-Based Learning In A Virtual Environment

February 3, 10, 17, and 24 @ 4:30-6:30PM

Information & Registration: tinyurl.com/tpblcourse

Coupon: £30 off of the course price by attending this webinar.

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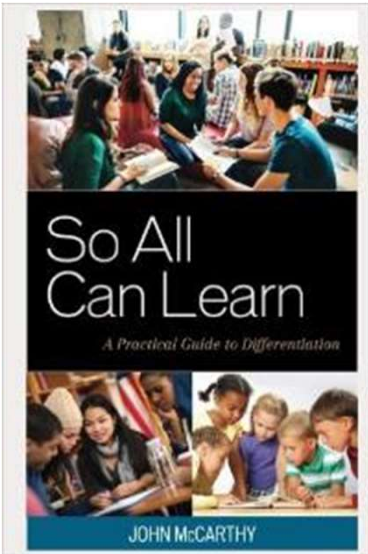
Subscribe on Youtube:
<https://www.youtube.com/user/JMcCarthyEdS>

Connect on LinkedIn:
<https://www.linkedin.com/in/johnmccarthyeds/>

Opening Paths: <https://openingpaths.org/>

Author of: [So All Can Learn: A practical guide to differentiation](#)

ALE Resources: <https://openingpaths.org/blog/aale/>

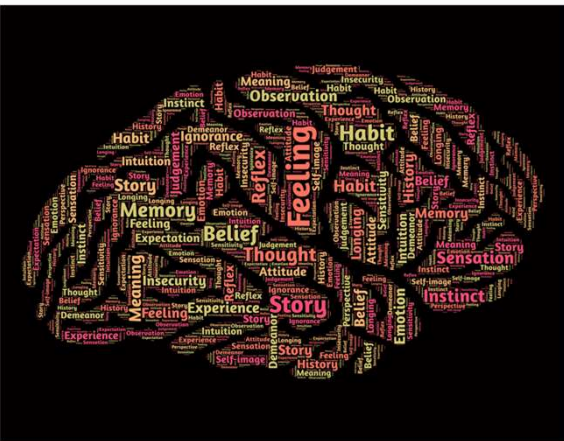


Facilitator



3

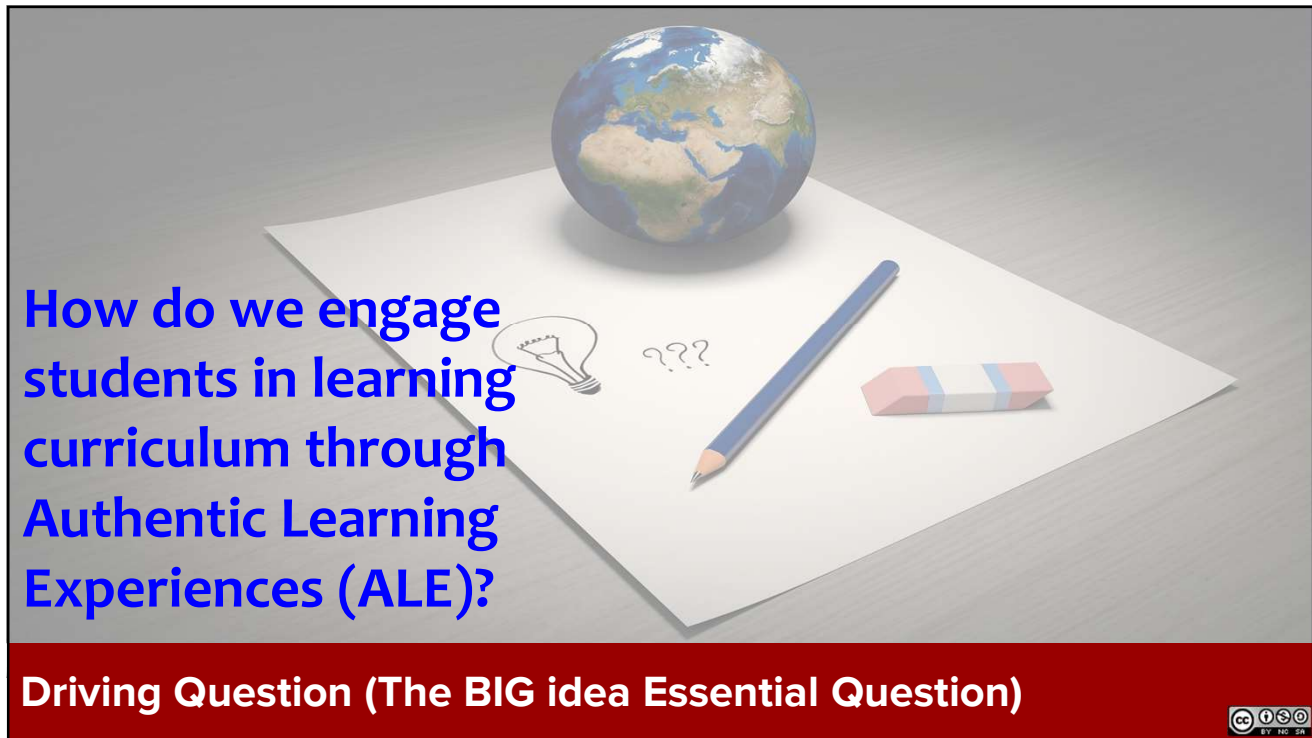
- Be present
- Collaborate with ideas
- Active listener to others
- Be Kind



Norms



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Essential Question:

How can we support positive impact on instruction and learning?

Audience:
Teachers locally and Internationally.

Purpose:
Advocate: Convince the audience to use high quality strategies and tools that engage student-led learning (student agency).

Entry Event: Professional Publication

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Audience: Teachers locally and Internationally.

Purpose: Advocate: Convince the audience to use high quality strategies and tools that engage student-led learning (student agency).

Choose a strategy or digital tool that supports learners' learning (preferably that supports student led or ownership of learning). Do the following:

1. Choose your own strategy or one [from this list](http://bit.ly/di4allonlinetools) (<http://bit.ly/di4allonlinetools>) to promote to educators.
2. Compose a 1-2 sentence recommendation. Include name of the strategy.
3. Publish your work. Options include: using
 - a. Post in the Zoom Chat.
 - b. Post in Twitter, Instagram, LinkedIn, Facebook or professional network of your choice.

Entry Event: Professional Publication



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How did it feel to give back
to other educators?



Chat Reflection



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Why should Authentic Learning Experiences be an integral part of instructional practices for our students?



Essential Question



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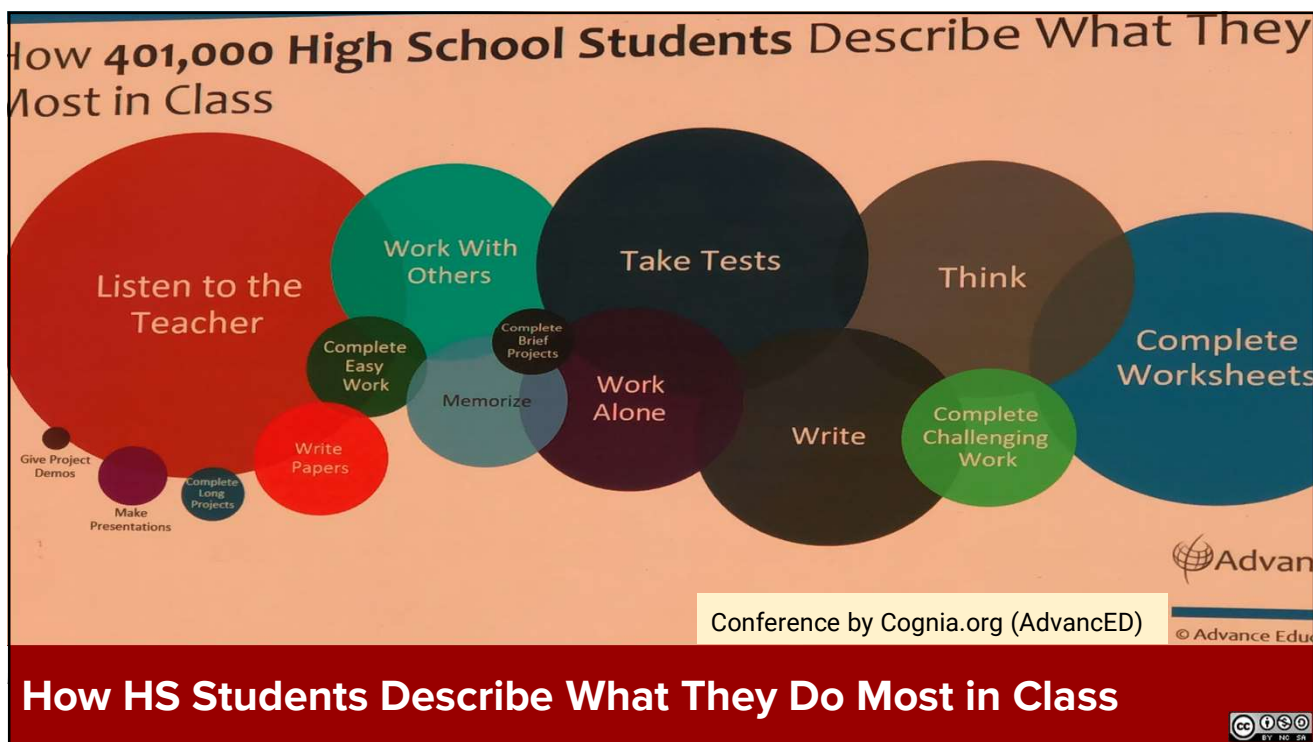
How 93,000 Teachers Describe What Students Do Most Often in Class



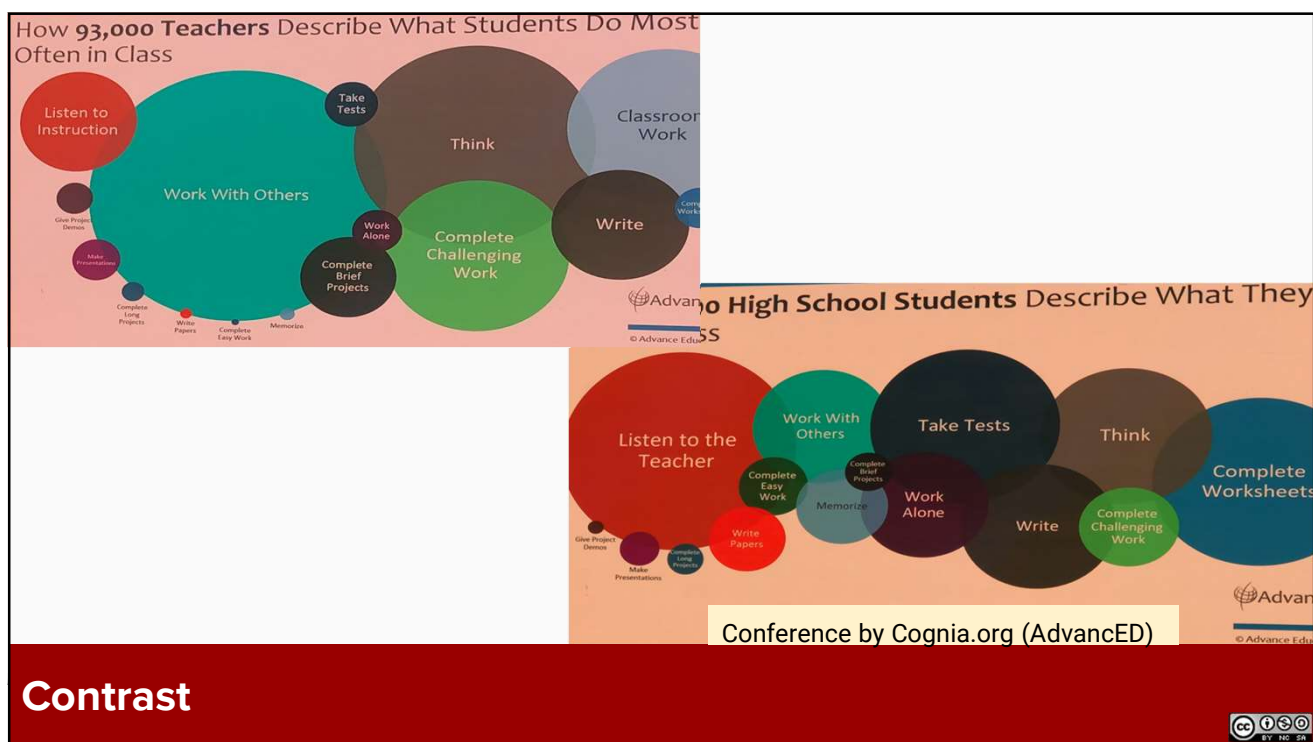
How Teachers Describe What Students Do Most Often in Class



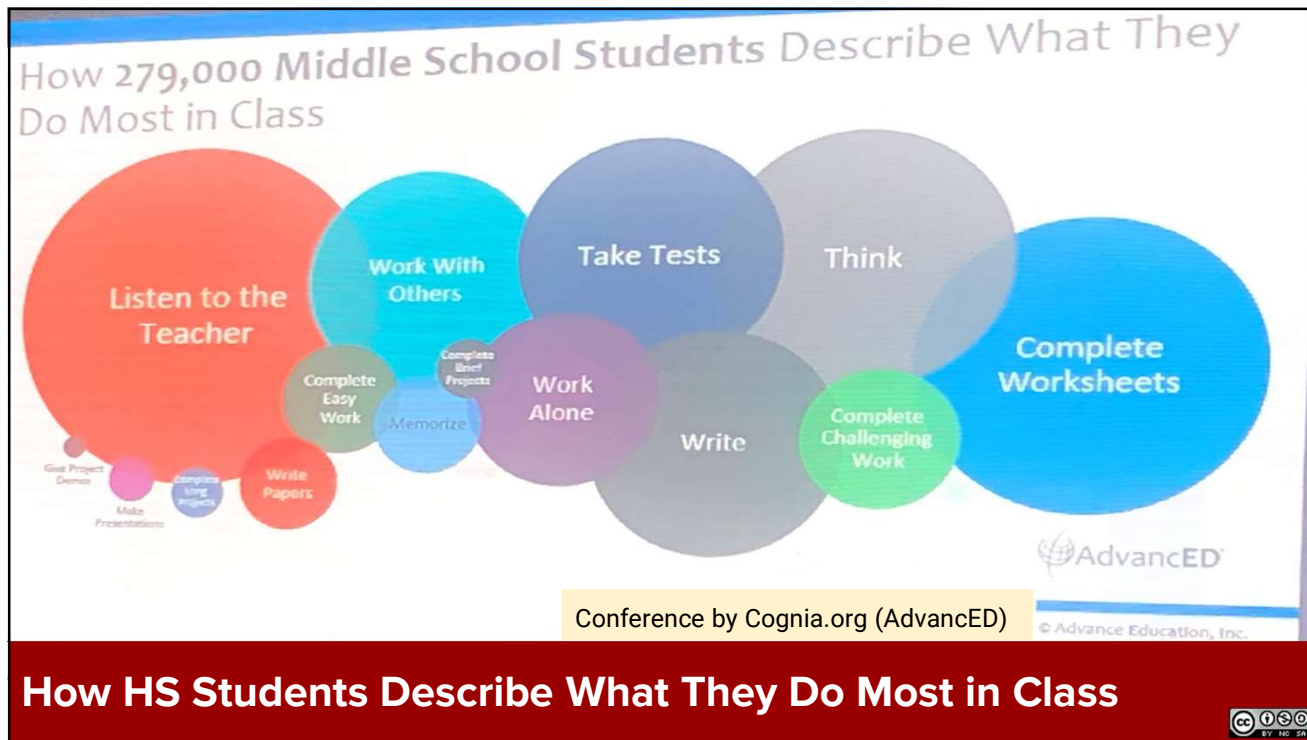
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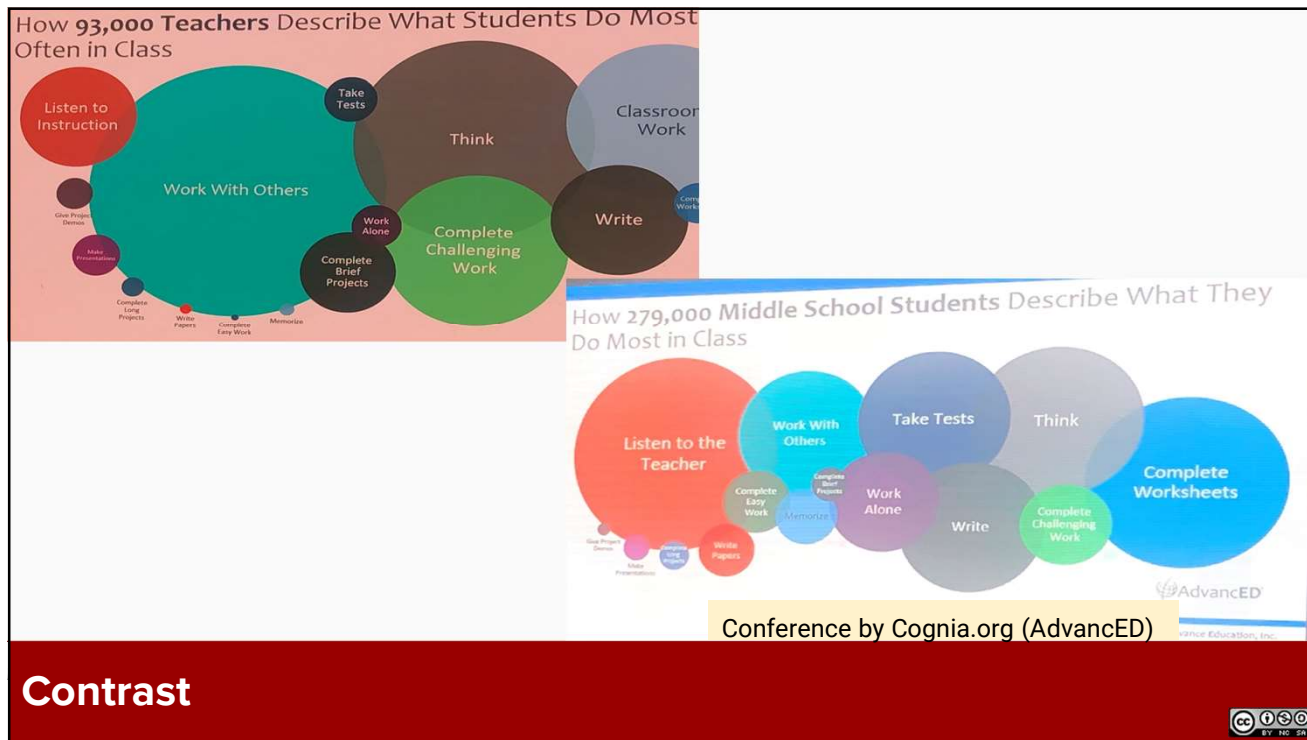
11



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Why should we prepare students to **CREATE** jobs that do not yet exist?

Why ALE



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Global
Professional
Skills (GPS)

Skills that universities
and employers are
looking for

ATTRIBUTE	% OF RESPONDENTS
Problem-solving skills	91.2%
Ability to work in a team	86.3%
Strong work ethic	80.4%
Analytical/quantitative skills	79.4%
Communication skills (written)	77.5%
Leadership	72.5%
Communication skills (verbal)	69.6%
Initiative	69.6%
Detail-oriented	67.6%
Technical skills	65.7%
Flexibility/adaptability	62.7%
Interpersonal skills (relates well to others)	62.7%

Why ALE

THE TOP ATTRIBUTES EMPLOYERS WANT TO SEE ON RESUMES (January 16, 2020)
<https://www.naceweb.org/about-us/press/2020/the-top-attributes-employers-want-to-see-on-resumes/>



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Why ALE



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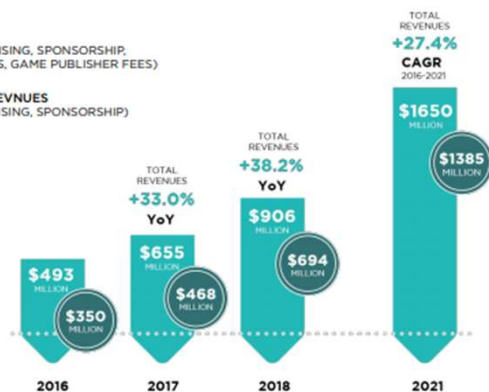
Background

ESPORTS REVENUE GROWTH

GLOBAL | 2016, 2017, 2018, 2021

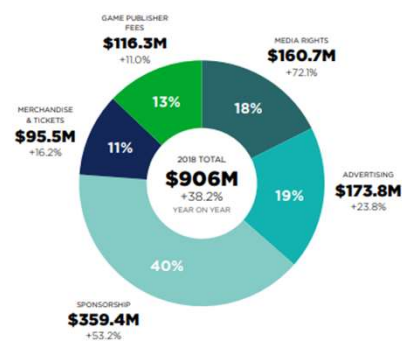
● **TOTAL REVENUES**
(MEDIA RIGHTS, ADVERTISING, SPONSORSHIP,
MERCHANDISE & TICKETS, GAME PUBLISHER FEES)

● **BRAND INVESTMENT REVENUES**
(MEDIA RIGHTS, ADVERTISING, SPONSORSHIP)



ESPORTS REVENUE STREAMS

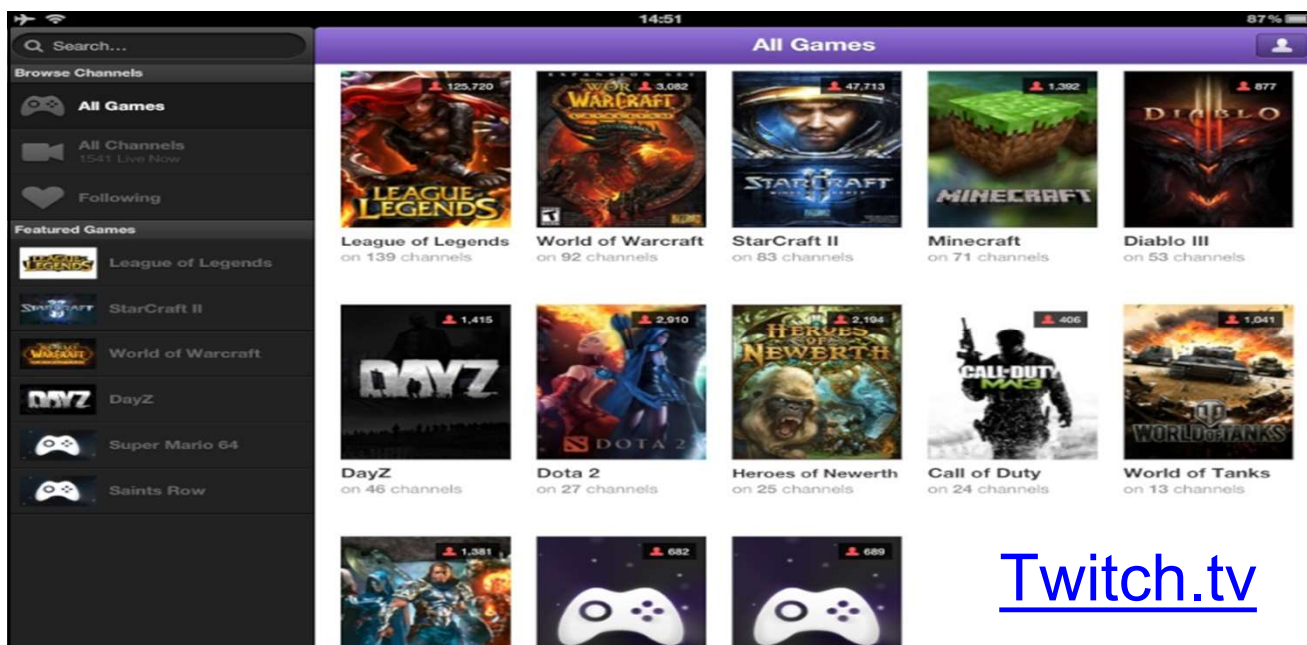
GLOBAL | 2018



Why ALE



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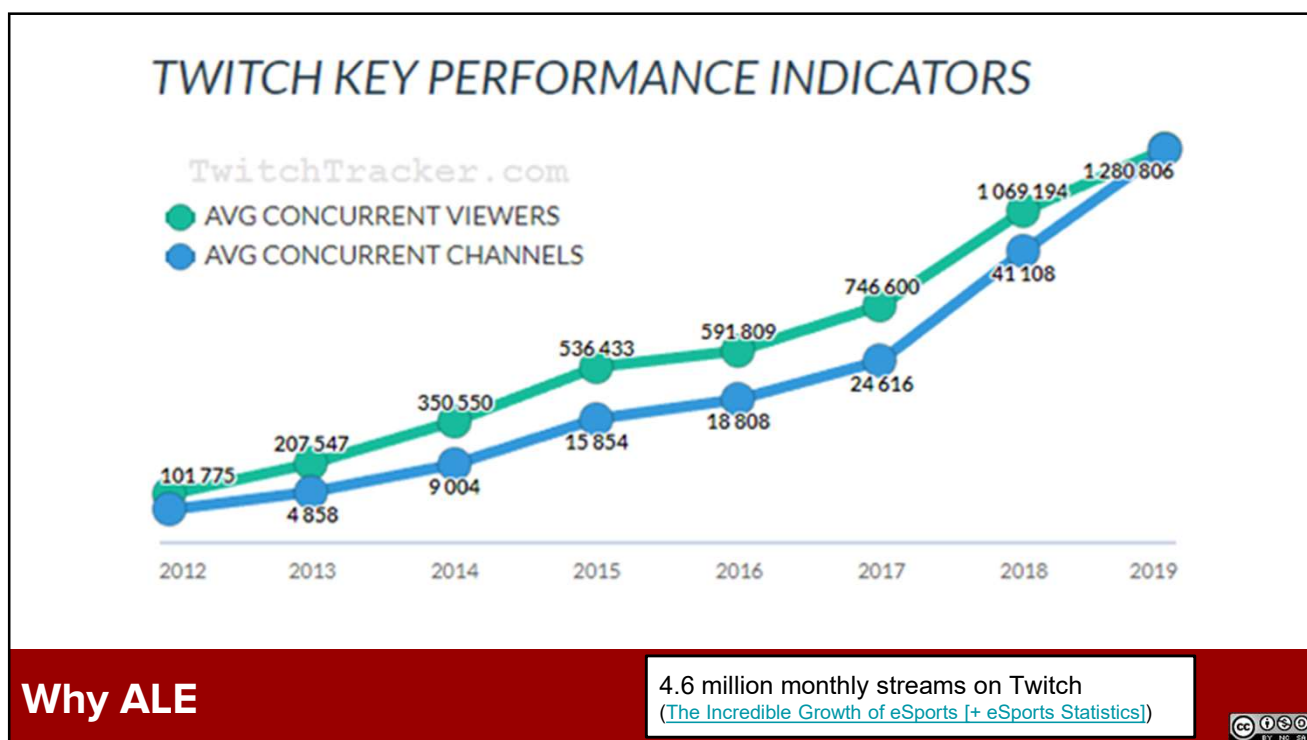
The screenshot shows the Twitch.tv homepage with a sidebar on the left and a main grid of game categories. The sidebar includes a search bar, 'Browse Channels' (All Games, All Channels, Following), and 'Featured Games' (League of Legends, StarCraft II, World of Warcraft, DayZ, Super Mario 64, Saints Row). The main grid displays 15 game categories with their respective channel counts:

Game	Channels
League of Legends	139
World of Warcraft	92
StarCraft II	83
Minecraft	71
Diablo III	53
DayZ	46
Dota 2	27
Heroes of Newerth	25
Call of Duty	24
World of Tanks	13

[Twitch.tv](https://www.twitch.tv)

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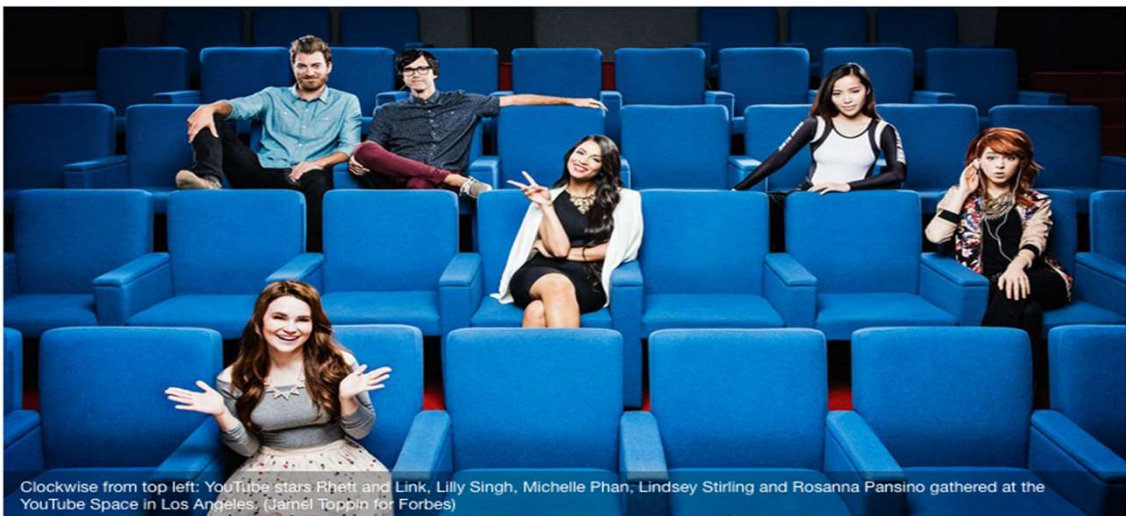


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OCT 14, 2015 @ 07:07 AM 1,676,455 VIEWS The Little Black Book of Billionaire Secrets

The World's Highest-Paid YouTube Stars 2015

\$2.5M+



Clockwise from top left: YouTube stars Rhet and Link, Lilly Singh, Michelle Phan, Lindsey Stirling and Rosanna Pansino gathered at the YouTube Space in Los Angeles. (Jamel Toppin for Forbes)

Why ALE

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Dec. 18, 2020

#10: \$15 million



#1 | Ryan Kaji

Earnings: \$29.5 million
Views: 12.2 billion
Subscribers: 41.7 million

8. ryan toysreview - usd\$11m (aud14.1m)

Ryan learns coding and hack Minecraft by building his own laptop...



2018

Why ALE

The Highest-Paid YouTube Stars Of 2020 (Forbes)
<https://www.forbes.com/sites/maddieberg/2020/12/18/the-highest-paid-youtube-stars-of-2020/>

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Who among your students are social media influencers, or aspire to become one?



Why ALE



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Why How do we prepare
students to
CREATE
jobs that do not yet exist?

Why ALE



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1. Which 2 skills are most important for your students to master?

1. What is 1 activity where students could practice 1 or both skills?

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Strong work ethic	80.4%
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Chat Reflection

How do we prepare students to **CREATE** jobs that do not yet exist?

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How do we engage students in learning curriculum through Authentic Learning Experiences (ALE)?

Driving Question (The BIG idea Essential Question)

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- Make work public
- Keeping the End in Mind
- Authentic Purpose and Audience
- Levels of Authenticity



ALE Common Language



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- Blog Post
- Letter
- Google Folder
- Video
- Screen Recorded Presentation

- Presentation**
- Performance**
- Panel Discussion**
- Interview**

**Record for digital sharing

All options can be shared via email and social media.

ALE Common Language: Make Work Public



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1. What do students need to know, understand, and apply?
2. How will students demonstrate what they have learned?

- The BIG IDEa
Focus on the KEY Concepts & Skills
- Essential Questions
 - Driving Question
 - Guiding Questions

ALE Common Language: Keeping the End in Mind



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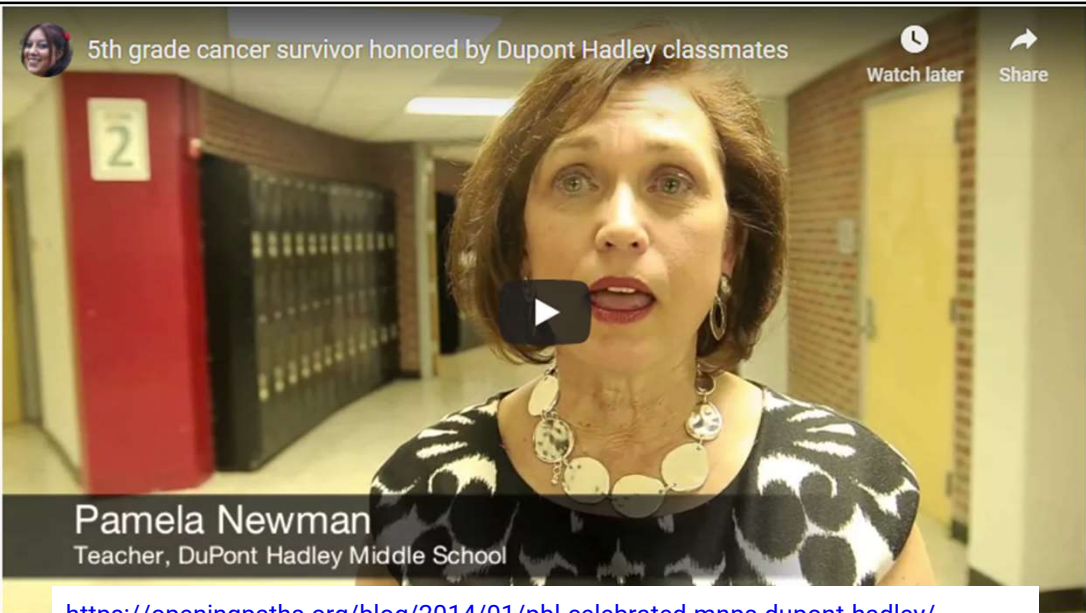
- The BIG IDEa:
Authors use a variety of “details” strategies to express ideas.
Focus on the KEY Concepts & Skills:
Details, Examples, Illustrations, Statistics, Facts, Imagery, Story, etc
- Essential Questions
 - Driving Question:
How can we help find a cure for cancer?
 - Guiding Questions
 1. What are the purposes for each type of “detail” strategy?
 2. How does word choice affect meaning?
 3. What is the value of different points of view: 1st, 2nd, and 3rd?
 4. Define non-fiction, informational, informative, and persuasive.

<https://openingpaths.org/blog/2014/01/pbl-celebrated-mnps-dupont-hadley/>

ALE Common Language: Keeping the End in Mind: Example



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5th grade cancer survivor honored by Dupont Hadley classmates

Watch later Share

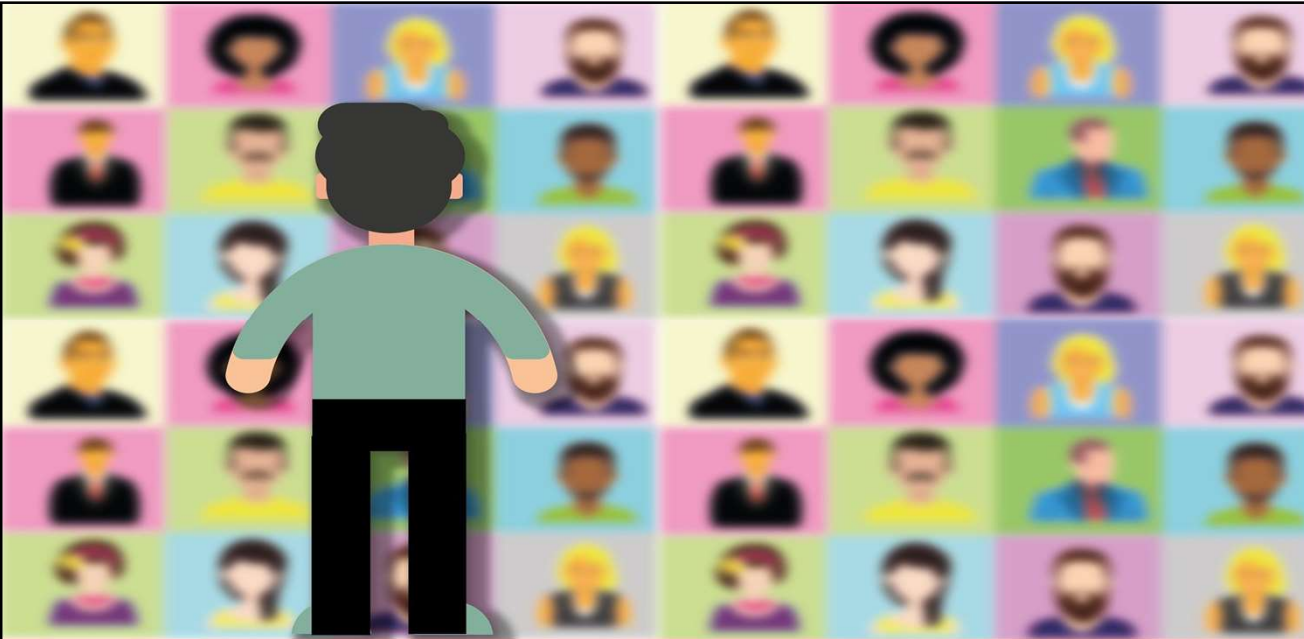
Pamela Newman
Teacher, DuPont Hadley Middle School

<https://openingpaths.org/blog/2014/01/pbl-celebrated-mnps-dupont-hadley/>

ALE Common Language: Keeping the End in Mind: Example



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ALE Common Language: Authentic Audience



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Problem Solving

Advocacy

Entertain

Awareness

- What are the essential concepts that Learners must know?
- How can these essential concepts connect or benefit an authentic purpose in the world?
- How could Learners Problem Solve, Advocate, Entertain, or Raise Awareness for that authentic purpose?

Article: <https://tinyurl.com/alepurpose>

ALE Common Language: Authentic Purpose = Audience



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Problem Solving

Identify a solution to a challenge, issue, or obstacle.

Advocacy

Convince others to take action or participate to address a need or support an idea.

Entertain

Provide new learning or information in an entertaining fashion, like a documentary or newscast.

Awareness

Inform others about a topic.

ALE Common Language: Authentic Purpose = Audience



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Awareness

Inform others about a topic.

Explain

- the impact of local water quality testing
- how something works: car engines, body systems, passing a law
- how to improving skills: sports, games, math concepts
- history: origin of a city or business, background for an issue or event
- how skills work or are applied

Article: <https://tinyurl.com/alepurpose>

ALE Common Language: Authentic Purpose = Audience



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Entertain

Provide new learning or information in an entertaining fashion, like a documentary or newscast.

(Same as Awareness, only explained through entertainment)

Examples include:

Documentary, Gameshow, Humorous video, music...

Article: <https://tinyurl.com/alepurpose>

ALE Common Language: Authentic Purpose = Audience



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Advocacy

Convince others to take action or participate to address a need or support an idea.

- Fundraise to donate money to a cause, such as cancer research.
- Run an event and get others to participate, such as community walk to reduce heart disease.
- Convince a governing board or agency to support implementing a program in the community and/or the school.

Article: <https://tinyurl.com/alepurpose>

ALE Common Language: Authentic Purpose = Audience



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Problem Solving

Identify a solution to a challenge, issue, or obstacle.

- Helping small businesses promote themselves with an improved social media campaign.
- Start a mini-farmer's market by growing and selling vegetables.
- Proposing animals for a zoo, including replicating their habitat.

Article: <https://tinyurl.com/alepurpose>

ALE Common Language: Authentic Purpose = Audience



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Problem Solving

Identify a solution to a challenge, issue, or obstacle.

Advocacy

Convince others to take action or participate to address a need or support an idea.

Entertain

Provide new learning or information in an entertaining fashion, like a documentary or newscast.

Awareness

Inform others about a topic.

Article: <https://tinyurl.com/alepurpose>

Chat Check: Authentic Purpose = Audience



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Article: <https://tinyurl.com/aleauthenticity>

ALE Common Language: Levels of Authenticity



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Foundation: Significant content is the core of the work.

Level 1: Students apply content skills as used by related professions, i.e.:

- Biology = Medical Field
- Math = Caterer or Accountant
- English = Investigative reporter or blogger
- Social Studies = Archeologist or politician

Level 2: Addresses an Authentic Purpose for a community or client need

Article: <https://tinyurl.com/aleauthenticity>

ALE Common Language: Levels of Authenticity



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Level 2: Addresses an Authentic Purpose for a community or client need

Step 1: Listen to Experts from the field

Step 2: Engage in collegial conversations with Experts from the field

Step 3: Address needs for a community or client

Article: <https://tinyurl.com/aleauthenticity>

ALE Common Language: Levels of Authenticity



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Unpacking Authentic Learning Concepts through [Save the Last Word Protocol](#)

- 4 Paths to Engaging Authentic Purpose and Audience
<https://tinyurl.com/alepurpose>
- Authenticity = Lifelong Learners
<https://tinyurl.com/aleauthenticity>

School Reform Initiative
http://www.schoolreforminitiative.org/doc/save_last_word.pdf

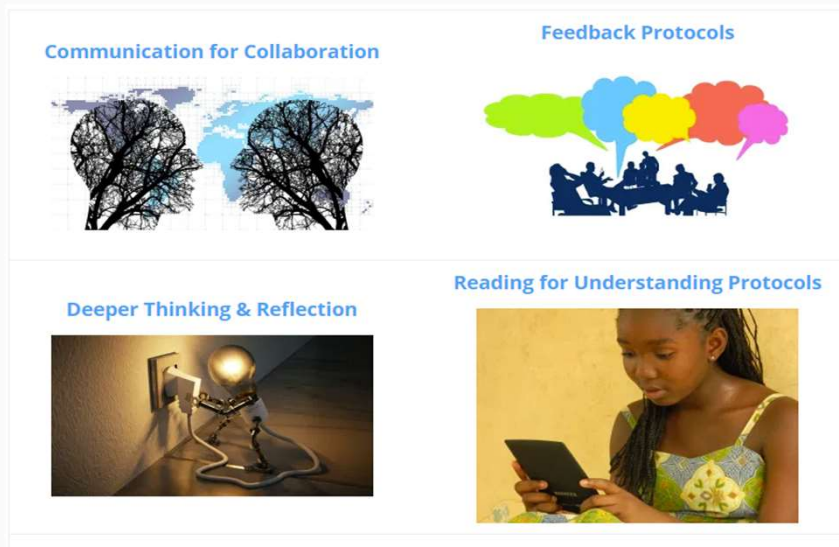
Step	Save the Last Word for Me
1.	Step 1: READ TEXT Participants read the text and identify 2-3 passages that mean something to them: X = Agree with the ideas of the passage. I = New idea (Epiphany) from the passage. ? = Have a question about the passage, or as a result of the passage.
2.	1st Speaker 1. Read aloud the passage s/he has selected. Other participants listen
3.	Each Participant Say what s/he thinks about the passage (interpretation, connection to experiences, etc.) Other participants listen
4.	1st Speaker Share the meaning the passage has for him/her (interpretation, connection to experiences, etc.) Other participants listen
5.	REPEAT Repeat Steps 2-4 as each person takes a turn as the Speaker.

Example of Student Led Engagement



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<https://openingpaths.org/blog/collaboration/> => Application Strategies



Example of Student Led Engagement



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Examples of Implementation

1. Field trips (virtual and in person)
2. Act in the role of professionals in the field.
3. Address real-world issues through scenarios and actual challenges
4. Presentations by professionals in the field.
5. Presentations to professionals in the field.
6. Feedback conversation with professionals in the field.
7. Publication - make work public
8. Watch videos - documentaries and other content

ALE Common Language: Levels of Authenticity



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Share two experiences on this list that would benefit your students.

Bonus Points

Share an idea NOT on this list ;)

1. Field trips (virtual and in person)
2. Act in the role of professionals in the field.
3. Address real-world issues through scenarios and actual challenges
4. Presentations by professionals in the field.
5. Presentations to professionals in the field.
6. Feedback conversation with professionals in the field.
7. Publication - make work public
8. Watch videos - documentaries and other content

Chat Check: Levels of Authenticity



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1. Choose a lesson or collection of lessons.
2. Complete this [ALE Reflection Planning Guide](https://tinyurl.com/alebigidea)

<https://tinyurl.com/alebigidea>



Next Steps



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<https://tinyurl.com/alebigidea>

<https://tinyurl.com/alebigidea>

Generating an Authentic Learning Experience (ALE) - [make a copy](#)
From lessons, to units, to PBL units, the quality begins with developing an idea that is authentic to the learner and helpful to an audience beyond the classroom (or school). Complete a copy of this reflection checklist guide to create your high quality authentic learning experience. Optional: Feel free to share your copy for feedback to jmccarthy@openingpaths.org.

Name	
Grade(s)/Subject(s)	
Task 1)	Identify and list the main curriculum outcomes or standards.
Response 1	
Task 2)	List the key skills and concepts.
Response 2	
Task 3)	What authentic purpose could students serve to meet an audience need? (Raise Awareness – Edutain – Advocate – Solve a Problem)
Response 3	
Task 4)	What audience or client would benefit from students applying the skills and concepts?
Response 4	
Task 5)	Publication: What public product or performance would demonstrate the skills and concepts AND be a good format for the audience?
Response 5	
Task 6)	Write a description about the Authentic Learning Experience(s) including answers from 1-5.
Response 6	
Task 7)	Compose a Driving Question or Challenge Statement about the BIG IDEA for the learning . What must learners accomplish/demonstrate on completion?
Response 7	

Next Steps



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3. Flesh out the lesson or lessons.
4. Implement the lesson or lessons.



Invitations: Next Steps



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How do we engage
students in learning
curriculum through
Authentic Learning
Experiences (ALE)?



Driving Question (The BIG idea Essential Question)



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Facilitator Contact Information

John McCarthy, Ed.S.
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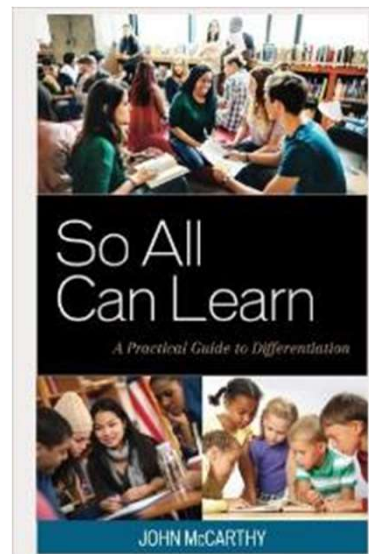
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Author of: [So All Can Learn: A practical guide to differentiation](#)

ALE Resources: <https://openingpaths.org/blog/ale/>



Facilitator

Slide Deck View:
<https://tinyurl.com/alewebinarsd>



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TeachingTimes Masterclass Webinars

How to Teach Project-Based Learning In A Virtual Environment

February 3, 10, 17, and 24 @ 4:30-6:30PM

Information & Registration: tinyurl.com/ttpblcourse

Coupon: £30 off of the course price by attending this webinar.

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